

IV. AMENDMENTS TO THE CLAIMS

(There are no amendments to the claims; however, for the convenience of the Examiner, all of the pending claims and appropriate status identifiers are presented below)

1. (Previously Presented) A gaming machine comprising:
game result display means for displaying a game result thereon, the game result including a plurality of game result symbols; and
beneficial state generating means for generating a beneficial state for a player when a predetermined game result is displayed on the game result display means;
wherein the game result display means includes first display means and second display means arranged in front of a display area of the first display means when seen from a front side of the gaming machine,
wherein the second display means conducts a demonstration display in which a background thereof is displayed in a dark color so that the game result on the first display means is difficult to be seen and light transmitting symbols are variably displayed in the background, after the game result is displayed on the first display means,
wherein at least one light transmitting symbol includes a light transmittable portion and variably moves about the second display means, and
wherein a part of at least one game result symbol on the first display means is seen only through the light transmittable portion of the at least one light transmitting symbol when the light transmittable portion of the at least one light transmitting symbol variably moving about the second display means overlies the at least one game result symbol .

2. (Original) The gaming machine according to claim 1, wherein the light transmitting symbols have specific shapes.

3. (Original) The gaming machine according to claim 1, further comprising rear illumination means for illuminating the first display means from a rear side thereof.

4. (Previously Presented) The gaming machine according to claim 1, further comprising:

light transmitting mode memory means for storing a plurality of display modes of images including the background and the light transmitting symbols; and

light transmitting mode select means for selecting one or a plurality of display modes among the display modes stored in the light transmitting mode memory means;

wherein the second display means displays the images based on a selected result by the light transmitting mode select means.

5. (Original) The gaming machine according to claim 1, wherein the first display means includes a plurality of symbol display parts capable of variably displaying one or a plurality of symbols and conducting stop display thereof, and

wherein the light transmitting symbols correspond to areas which are driven so that the player sees and recognizes a part of the symbol display parts.

6. (Previously Presented) A gaming machine comprising:

game result display means for displaying a game result thereon, the game result including a plurality of game result symbols; and

beneficial state generating means for generating a beneficial state for a player when a predetermined game result is displayed on the game result display means;

wherein the game result display means includes first display means and second display means arranged in front of a display area of the first display means when seen from a front side of the gaming machine,

wherein the second display means conducts demonstration display in which a background thereof is displayed in dark color so that the game result on the first

display means is not seen and light transmitting symbols are variably displayed in the background, after the game result is displayed on the first display means,

wherein at least one light transmitting symbol includes a light transmittable portion and variably moves about the second display means, and

wherein a part of at least one game result symbol on the first display means is seen only through the light transmittable portion of the at least one light transmitting symbol when the light transmittable portion of the at least one light transmitting symbol variably moving about the second display means overlies the at least one game result symbol .